Individual report

1. Created the ‘Maze’ floor layout using ProBuilder and baked on a NavMesh for the ‘Monster’.

Diagram, engineering drawing

Description automatically generated

1. Designed interactables that show up on the UIOverlay with triggers and button inputs.

A sign on a fence

Description automatically generated with low confidenceGraphical user interface

Description automatically generated with medium confidenceA piece of paper with writing on it

Description automatically generated with medium confidenceText, letter

Description automatically generatedA picture containing red, indoor

Description automatically generated

1. Designed the sound triggers.
2. Designed Scenes (“Maze”, “Ball”, “3Bricks”, “Golem”, “Menu”, “ExplodingBrick”)

A picture containing text

Description automatically generated

“3Brick” Scene and all animations.  
A picture containing dark, night, stone

Description automatically generated

“Maze” Scene, positioning, ideas and structure.

A picture containing dark, night, light, night sky

Description automatically generated

“Ball” Scene and scripting.A picture containing indoor, dark

Description automatically generated

“ExplodingBrick” Scene, camera animation and scripting.  
A picture containing stone, dark, cooking

Description automatically generated

“Golem” Scene, buttons and flip animation.  
  
  
“Menu” Scene, camera animation and buttons.  
A picture containing text, device, dark, gauge

Description automatically generated

1. Designed these Animations and Animation ControllersText

   Description automatically generated
2. Designed these Images and Materials

Graphical user interface, text

Description automatically generated with medium confidence

7) Designed these scripts

Timeline

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